
Title: Code of Conduct

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As Guardians of
Virtue, we are given a
daunting task. It is
our solemn oath to
uphold the ways of
Virtue and let others
learn from our
example...

This document is
subject to modification
by order of the Royal
Court and High
Council...

MURDER/KILLING AN INNOCENT:

In the past, we have
had problems with
members who took
matters into their own
hands and killed
another in anger.

This my friends, is
Wrong! We are all a
family here.

Disputes should be
settled with maturity
and discussion. If the
conflict can't be
settled then allow
someone to mediate so
that further conflict
can be avoided. Use
the following
guidelines and you
will find harmony
and peace amongst
your brethren.

1. No Guardian shall
kill another Guardian
wantonly, unless
such an act is agreed
upon, i.e., PvP,
Sparring or by
accident.

2. No Guardian shall
attack or kill another
player unless
defending himself,
another guildmember,
or an innocent. Also

see guideline #1.

3. We do not attack gray characters unless we witness a crime in progress.

4. Killing PK's or Reds is not considered wrongdoing as they are a source of evil and such acts are considered acts of good for the land and its people.

5. Killing a member of the High Council or Royal Court is grounds for immediate dismissal, as such an act will be considered Treason.

ATTITUDE OF A GUARDIAN/DEALING WITH OTHERS:

The Guardians of Virtue are an honorable organization

Always treat others you meet with respect. While this obviously applies to other guildmembers, especially senior members, it also applies to anyone in the game, even the many scoundrels of the land. Treat them with respect but deal with them harshly, if needed, to defend yourself, your belongings or others. Remember, your actions shine upon the guild. Do not dishonor your brethren.

If you have a conflict with a fellow guildmember, try and resolve the issue through mature discussion. Do not use fowl language or demeaning comments

to settle the dispute.
Do not come to blows.
Walk away and bring
the issue before a
High Council member
or the Guildmaster.

In this world, as in
real life, try to follow
the golden rule - Treat
others as you wish to
be treated.

GUILDHUNTS/HUN TING PARTIES:

When fighting in
dungeons
others to the best of
your ability. If you
see a player who has
been killed try and
guard his body till he
or she returns.

When hunting in a
party, never put them
in jeopardy by
running too far ahead.

This may attract
monsters to you and
get you or your whole
party killed. The
party must always
try and stay together
for there is strength
and safely in
numbers.

Never intentionally
engage a creature that
a non-guildmember is
fighting without
asking first. Not all
players like it when
others engage their
targets for they
consider it a lack of
respect.

ROLE-PLAYING:

UO is a medieval
world and role-play
is encouraged as it
improves the ambience
of the game. We
encourage every
effort to remain in
character and
keep 20th century

speech, game mechanics, etc... restricted to ICQ, or private conversations.

Try to develop a personality for your character and a background. Where is he from? What are his goals? A fully developed character can make the game more fun and alive.

STEALING AND LOOTING:

Stealing of any kind is not permitted. If items are found on a corpse, every effort must be made to wait for or locate the victim to return their belongings.

Remember, Honesty is a Virtue. Stealing goes against this principle. Looting from others is not permitted. Again, it is an act of dishonesty and goes against our ways. Please be respectful of others property.

RUMORS:

Spread no Rumors! If you hear something, bring it before A Senator or Court Official so that the matter can be investigated.

Spreading rumors, especially when false can cause problems within the guild. We should all try to avoid unwanted conflict. It is better to use Wisdom and allow the Senate or Court to handle the matter.

GUILD COLORS:

The guild colors are dependent on what department you serve.

Guild members are expected to wear their departmental colors while on Hunts and Guild Events and are encouraged to wear their colors at all times to aid in recognition among guildmates and outsiders. Official dye tubs are available in the GH for all to use.

TREASON:

Loyalty is one of the most important qualities in a Guardian. Without loyalty, there can be no Trust and without Trust, there can be no Brotherhood. The following are acts that defy the Code and Government of the Brotherhood....

1. Revealing any passwords or phrases to non-members.
2. Giving keys, runes or GoV property to non-members.
3. Instigation or Condoning acts of Treason.
4. Spreading of information to Non-members concerning Official and or Secret guild affairs.

Such acts, if found to fall under these guidelines, shall be considered Treason and the party shall be brought to

Trial before the
Magistrate. If found,
guilty, such party
shall be expelled from
the Brotherhood.

Let Virtue Guide
thine Hearts and thou
shall prosper in the
light of
Righteousness.....

*Acheus Redbeard *
and the Royal Court...
